

Lux – walkthrough

As I wanted to keep this walkthrough short and to the point, it describes **only** the steps necessary to complete the game and skips optional dialogue, rooms and puzzles – as well as some context and story content. Therefore, it's best if you explore the game on your own and only check with the walkthrough if absolutely necessary!

Good luck and have fun playing!

General advice:

The game has more than 60 rooms, divided into several sections; drawing a map might be a good idea. However, the last pages of this walkthrough contain detailed maps of each section for those who don't enjoy drawing their own ones.

Save the game often and in different slots.

Lux uses a simple inventory system, and items are often needed to solve puzzles. Sometimes you will come across a situation in which a particular item is required to progress. Open your inventory and select that item (choose “Select and return” next to the item’s name). A new dialogue option will become available in the place where that item is required.

Examine the items in your inventory. This not only provides background information, but also may help you solve some puzzles.

Walkthrough

Part 1 – The exterior module

After starting a new game and reading through the introductory dialogue, you will find yourself in the research room. First, you need to find your keycard.

Examine the space under the table. You will obtain Sandra's keycard. Pick up the rock as well. Select the keycard from your inventory and unlock both eastern and northern doors. Then, go through the eastern door. Jump down the gap, continue, then unlock the eastern door with your selected keycard. Go through the eastern door to the storage room. Select the large stone from your inventory. Check the emergency equipment and choose to break the glass with the stone. After the dialogue, go through the western door twice, then go through the northern door to the airlock. Choose to open the airlock and go through it.

Part 2 – Section III

From where you start, go north-west, then north. Go through the eastern door to the technician's office. Examine the locker and take both the glass and the bottle. Go through the western door, then go north-east. Examine the lock surroundings, then examine the body you've just found. Search the body to obtain Mulligan's keycard. Open your inventory and examine the keycard to learn the code which unlocks Mulligan's computer.

Go south-east, then through the western door to the lumber room. Check the parts on the table and pick up the fuse. Select Mulligan's keycard from your inventory, then examine the cart and start it with the keycard. Examine the bottles and select “take a bottle” to load one on the cart. Program the cart and choose it to go to the docking module lock. Open your inventory, choose the empty glass and fill the glass with oil. Exit the lumber room through the eastern door.

Go back to the technician's office (north-west, south-west, through the eastern door). Examine the computer and enter the code you've learned. Choose option 3 to open the docking module lock. Leave the room. Program the cart to go to the now-unlocked docking module. Go through the lock and continue west.

On the docking module platform, check the note on the wall. Then, examine the filling station. Examine the control panel. First, open its cover and take the fuse. Then, change the filling pressure. You need to set the pressure to 15 – from the starting value of 17 choose “decrease” 3 times (each time decreases the value by 4), then choose “increase”, which multiplies the value by 3. Go back and select the glass filled with oil from your inventory. Examine the filling station again; examine the connector and grease it. Then, connect the empty bottle to the filling station. On the control panel, start the filling process. Go to the connector again and disconnect the bottle. Program the cart to go to the room with the lift.

Go through the eastern door, then east, south and through the eastern door. In the lift room, examine the fuse box and place the two fuses (you need to choose them one by one from your inventory). Once the fuses are placed, program the cart to go down in the lift, then go to the lift and go down yourself.

Part 3 – The technical tunnels

You'll find yourself in the lower technical tunnel. Go east. Before you continue, you'll have to find a way to clean the rubble. Examine the lock, then its electrical box. Switch on the power – there are 4 levers inside the box, switch the fourth one, then the first one. Close the lock and open the valve on the gas bottle. After the dialogue, go east. Another dialogue will follow, then you'll find yourself in the descending tunnel. Go east and you'll find the place where the maze of tunnels begins. Sandra won't go further without some means of marking her way, so open the inventory, select the bottle of bourbon and use it to mark your path.

Go north-east, north, north again, and through the northern door. Examine the lift and the object on the floor next to it – you'll find a socket wrench. From the lift room go through the southern door. Select Mulligan's keycard from your inventory, then go through the eastern door, using the keycard to unlock it. Select the socket wrench, then check the source of the noise. Open the generator door. Examine the space behind the door and switch the lever. Go back to the lift room in the north, examine the lift and go up in it.

Part 4 – Section II

You start in the lift room. Go through the western, then through the southern door. In the storage room, examine the space suit and take the elastic tube. Exit through the northern door, then go west and through the lock.

From the central intersection, go through the western lock. Enter the gym through the northern door. Take the item from under the bench – you'll receive a backpack. Exit the gym and go through the southern door to the canteen. Take the plastic cup from the table, then exit the canteen. Go through the lock, then go through the southern lock from the central intersection.

Go south. Walk around the breach in the floor to the south and you'll reach a cave-in. Select the bottle of bourbon from your inventory. Examine the damaged robot and spill some bourbon next to it. Select the backpack from your inventory and pick up the robot. Go north, north again and through the lock.

Once in the central intersection, bring the cleaning robot near the ceiling hatch. Go to the laboratory through the duct. Examine the body on the chair and search it to get the knife. Then, check the lab apparatus and ask Odys if he can start the program. Ask about the purpose of the experiment and which reagent should go where, then go back and select the option to complete the experiment. You have to add three reagents to three samples. You can add them in any order if you only want to unlock the door. After you add the reagents, Odys runs the experiment and finally the lab door is unlocked. Program the cart with the coffee machine to go to the central intersection, exit the laboratory and go through the lock. Select the cup from your inventory, then choose the option of defrosting the lock with hot water. Place the cup in the machine. Select the knife, choose “defrost” again and cut a hole in the cup. Finally, select the elastic tube, choose “defrost” once again and put the tube in the hole you've cut. Turn on the coffee machine.

After the northern lock is defrosted, go through it. Then go north and through the western door – press the button to open it. In Zinov's office, after the dialogue, go left from the door and remove the tape from the camera. Examine the desk, then the objects on it. Take the dongle, select it from your inventory and plug it into the computer to download the code. Exit the office through the eastern door and try to take the lift up to section I.

Time to look for some fuses again. Go to the starting room of section II (south, through the lock, then through the eastern lock, east and through the eastern door). Remove fuses from the lift control panel. Return to the lift to section I (through the western door, west, through the lock, through the northern lock and north). Select a fuse from the inventory and install it in the lift control box; do the same for the other fuse. Finally, take lift to section I.

Part 5 – Section I

After the dialogue in the lift, go north, then through the northern door and through the northern door again. Go west and enter the fuse box room through the northern door. Select the socket wrench from your inventory and use it to unlock the fuse box door. Select a keycard from your inventory, then open the fuse box. Take out the first fuse, then take out the third one – you'll need to use the keycard to get it out. Choose the heavy fuse from your inventory, open the fuse box again and place the heavy fuse in a holder. After the dialogue ends, exit through the southern door and go west. Go through the door to the command centre.

In the command centre go to the main control panel and enter the emergency code. This will trigger the end dialogue. Click “The end” to continue to the achievement page. You've completed the game!

Alternative ending

Section II

To see the alternative ending, you'll need to take certain steps in section II, at any point **before** you switch the fuses in section I, as described above (after you've switched the fuses, you can't go back to section II).

First, you need to get to Sasha Zinov's office (west from the lift to section I) and examine the desk, then the objects on it. Take the keycard from the desk. Exit the office and go south, through the lock, through the southern lock and south again. When you reach the breach, select the keycard found on Sasha's desk from your inventory and examine the door on the eastern side of the corridor. Use the selected keycard to open it and go through the door. Select “Examine the lubricating station”, then examine the buttons and press the one with the cross. Finally, step into the cabin and stay inside despite Odys' warning.

After the dialogue, exit the room through the western door and go north. Select any keycard from your inventory and use it to open the lock. Go through the lock. From the central intersection, go through the eastern lock and enter the boiler room through the northern door. Examine the trapdoor, open it and try to go down – Sandra will remark she needs some source of light. Exit the boiler room, go through the lock, then through the southern lock and the eastern door. Choose the option to look at the aquarium and try to catch a jellyfish. Exit the room, go back through the lock, through the eastern lock, east and through the southern door. Examine the spacesuit to take its helmet. Return to the room with the aquarium (go through the northern door, west, through the lock, then through the southern lock and the eastern door). Select the helmet, look at the aquarium again and catch the jellyfish. You'll go to the boiler room automatically. Examine the trapdoor and go down. Go north. Examine the explosives rack and get the explosives, then go south to return to the boiler room.

Leave the boiler room and go east. Go to the bathroom through the northern door. Open your inventory and select the bandage, then look into the drain and use the bandage. Next, select the chess king from your inventory, look into the drain again, tie the chess king to the bandage and use it to fish out the lighter. Exit the bathroom and go west, then through the lock.

In the central intersection go through the northern lock. After you escape back, select the explosives from your inventory and place them on the cart (note: if the programmable cart is not in the central intersection, you'll need to look for it and bring it there). Then select the lighter and program the cart to go to the lift to section I. You can now go through the northern lock. Continue north and enter Zinov's office through the western door. Examine Sasha's body and search it to get his keycard and a pistol. Exit the office and take the lift to section I (note: if you regained your vision before ever going to section I, you'll need to replace the lift fuses now – you'll find working fuses in section II lift room, as described above).

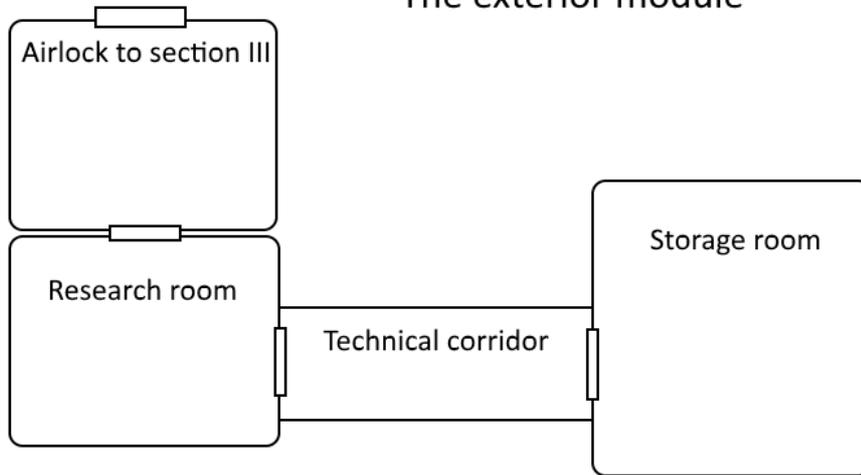
Section I

After you exit the lift, go north. You'll encounter mining robots. Select the pistol from your inventory and use it to shoot the orange pipe. Go north and north again. You'll see the rescue team trapped inside an airlock. Go west and through the western door. Examine the body of captain Marsh and search it to get captains' keycard. Select it from your inventory. Go to the central control panel and put the keycard to the reader. Then read the message on the panel. Finally, enter Sasha's code to shut down Odys.

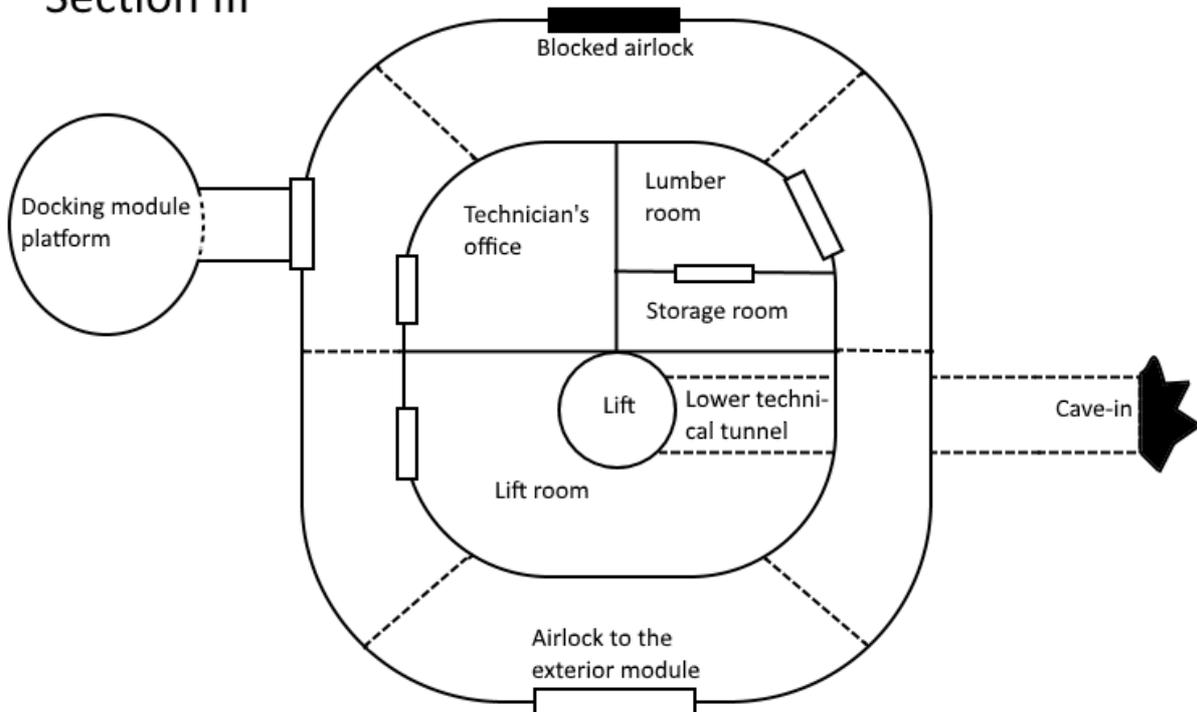
After you disable Odys, you can open the airlock to section I docking module. Then, exit the command centre through the eastern door. The end dialogue will play out. After the dialogue press “The end” to continue to the achievement page. You've completed the game... for real!

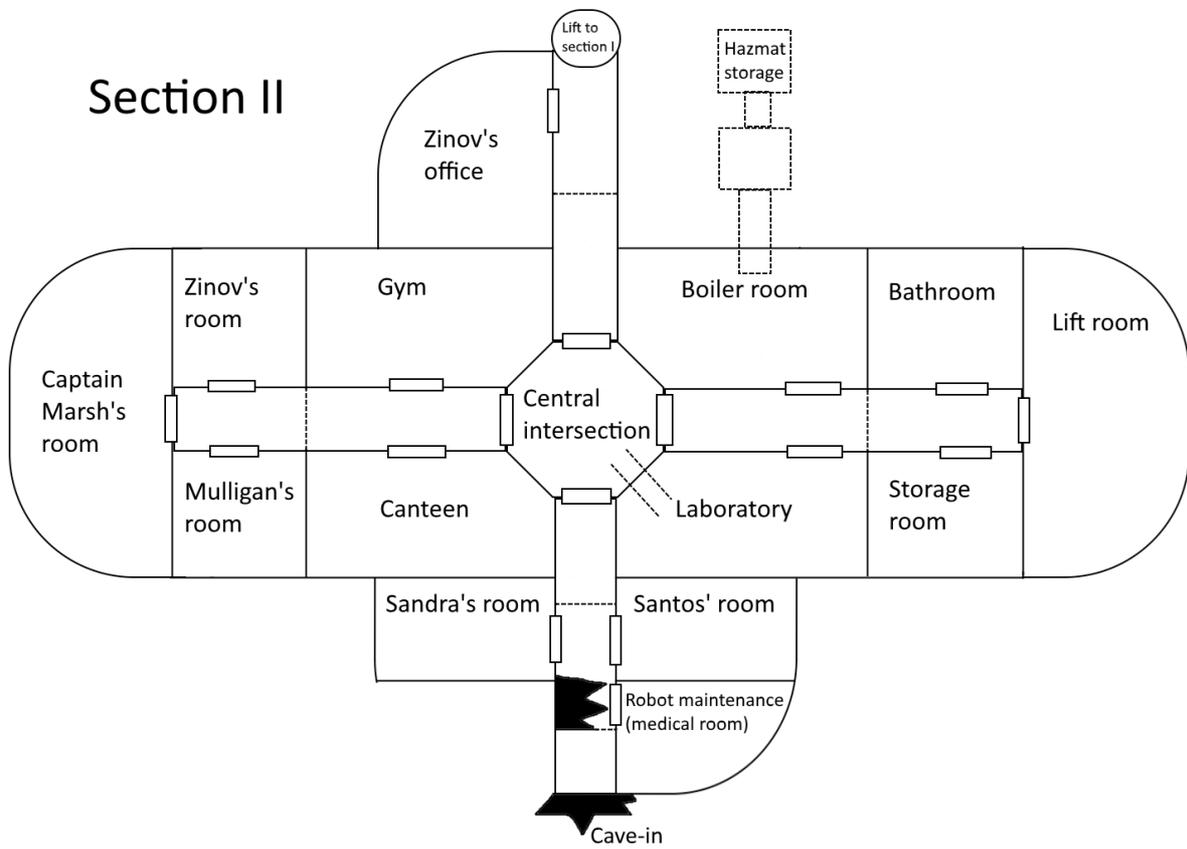
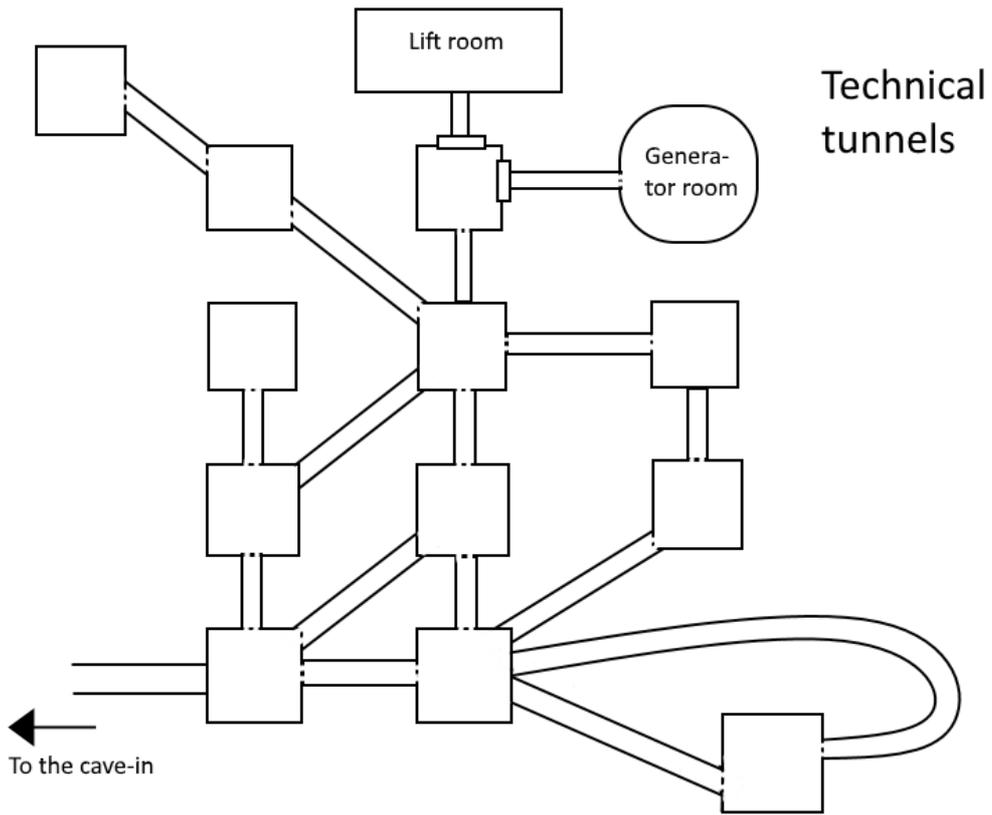
Maps

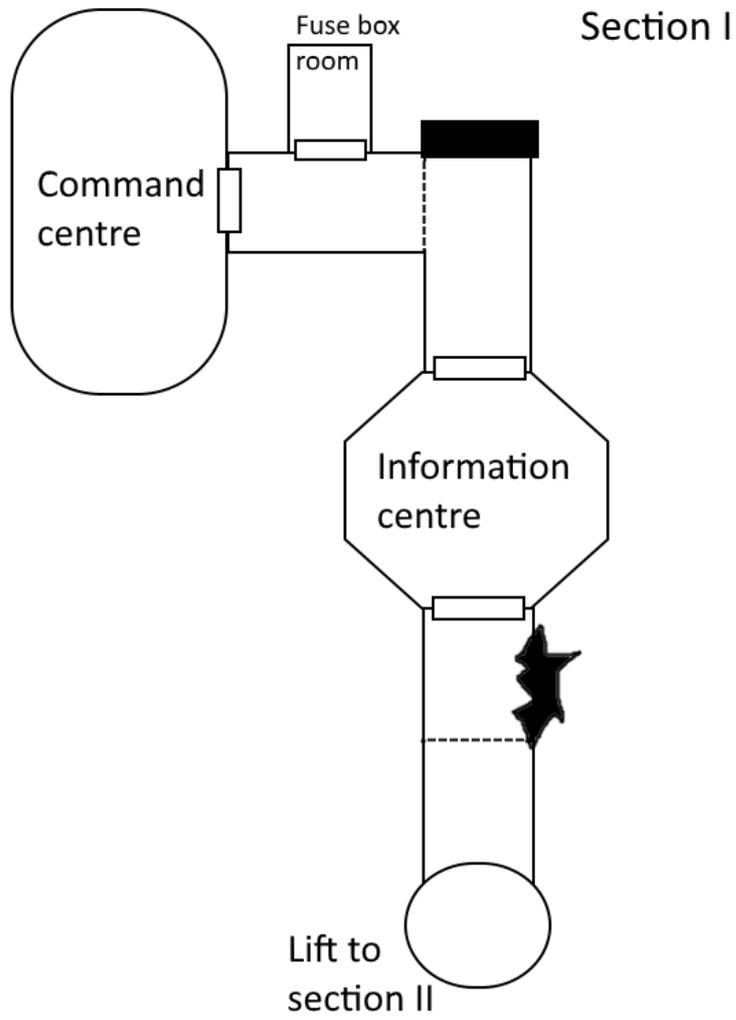
The exterior module



Section III







List of inventory objects

Exterior module

Research room: Sandra's keycard, Large stone, Measuring rod

Technical corridor: Heavy lab coat

Storage room: Bandage

Section III

Corridor, southern part: Small cylinder

Corridor, northern part: Mulligan's keycard

Technician's office: Mulligan's papers, Bottle of bourbon, Empty glass

Lumber room: Glass filled with oil (requires Empty glass), Fuse

Docking module platform: Fuse

Technical tunnels

Lift room: Socket wrench

Section II

Storage room: Elastic tube, Helmet

Bathroom: Lighter

Sandra's room: Portable comm device

Gym: Backpack

Lift room: Fuse (2x)

Canteen: Plastic cup, Teaspoon, Cookie

Laboratory: Knife

Zinov's office: Dr. Santos' keycard, Sasha's keycard, Chess king, Dongle, Pistol, Cookie

Hazmat storage room: Explosives

Section I

Room with the fuse box: Light fuse, Heavy fuse

Command centre: Captain Marsh's keycard